AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game apparatus which ~~is able~~ enables a player to play a plurality of games stored on said game apparatus and ~~share backup data of the plurality of games with each other~~ which is also able to store information relating to conditions occurring during play of at least one game into a backup data store associated with each of a one or more other games that are also stored on said game apparatus, comprising:

a game program data storage memory for storing at least a first game program and a second game program;

a writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to said first game program and a second backup data storing area for storing data relating to said second game program;

a game operation controller, said operation controller ~~for instructing~~ initializing a start of [[a]] game play by ~~selecting~~ enabling a player to select any one of said first game program and said second game program and ~~for controlling~~ enabling said player to control progress of the selected game;

a first condition detector, said detector [[for]] determining whether or not a predetermined game condition is accomplished [[in the]] during gameplay progress of [[the]] a game selected and ~~instructed to be~~ started ~~by said game operation controller~~; and

a memory write controller [[for]], said write controller autonomously writing information relating to the predetermined game condition, at a time when ~~it is determined~~ the first detector determines that the predetermined game condition is accomplished, ~~relating to the predetermined~~

~~condition to~~ into both ~~of a backup data storing area associated with a first game and to a~~ said first backup data storing area and said second backup data storing area ~~of at least one other game that is not selected~~ regardless of which game program was started by said game operation controller.

2. (Previously Presented) A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished, and

said memory write controller writes the condition accomplishment information to both said backup data storing area of one game and said backup data storing area of another game.

3. (Previously Presented) A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and

said memory write controller writes the condition accomplishment information to said backup data storing area of one game and writes the change generation information to said backup data storing area of another game.

4. (Currently Amended) A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to

accomplishment of the predetermined condition, and

said memory write controller writes the condition accomplishment information to said backup data storing area of one game and writes the change generation information to both of the backup data storing area of one game and said backup data storing area of another game <u>stored on said game apparatus</u>.

5. (Currently Amended) A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and

said memory write controller further comprising a second condition detector for determining whether or not the predetermined condition is also accomplished in another game when the predetermined condition is accomplished by said first condition detector wherein said memory write controller writes the condition accomplishment information to said backup data area of one game when it is determined that the predetermined condition is accomplished by said first condition detector and writes the change generation information to said backup data storing area of another game when it is also determined that the predetermined condition is accomplished by said second condition detector in said another game <u>stored on said game apparatus</u>.

6. (Previously Presented) A game apparatus according to claim 5, wherein

said memory write controller writes the change generation information to said backup

data storing area of another game and also to said backup data storing area of one game when it

is determined that the predetermined condition is also accomplished by said second condition

detector in said another game.

7. (Previously Presented) A game apparatus according to claim 1, wherein

said writable and readable backup data storage memory further comprises a shared

backup data storing area for storing backup data relating to both said first game program and said

second game program, and

said memory write controller further writes to said shared backup data storing area shared

information utilized in common to both said first game program and said second game program.

8. (Currently Amended) In a game apparatus that enables an operator to play a plurality of

games, a method for sharing backup data of each of said plurality of games with each other

enabling information relating to gameplay conditions occurring during gameplay progress of one

game to be used by one or more other games that are also stored on said apparatus, said game

apparatus including a processor and a data storage memory having a plurality of storing distinct

storage areas for respectively storing backup data for each of said plurality of games, comprising

steps performed by the processor of said game apparatus of:

determining whether or not a predetermined game condition is accomplished during

gameplay of any one of said plurality of games in which progress of gameplay has been started

initiated; and

writing, at a time when it is determined that the predetermined game condition is

accomplished, information relating to the predetermined game condition [[to]] into both a

backup data storing area of [[said]] a game in which progress of gameplay has been started initiated and [[to]] into a backup data storing area of at least one other game that has not been started also stored on said apparatus in which progress of gameplay has not been initiated, wherein said game apparatus autonomously stores information relating to an occurrence of predetermined conditions during gameplay progress of at least one game into a backup storing area associated with each one or more of other games that are also stored on said game apparatus.

9. (Currently Amended) A backup writing control method in a game apparatus that enables an operator to play a plurality of games, said apparatus having a capacity to share backup data of each of said plurality of games with each other and includes including a data storage memory having a plurality of storing areas for respectively storing backup data of each of said plurality of games, said backup writing control method comprising:

[[(a)]] determining whether or not a predetermined game condition is accomplished during gameplay progress of any one of said plurality of games in which gameplay is has been started; and

[[(b)]] writing, at a time upon determining that the predetermined gameplay condition is accomplished, information relating to the predetermined game condition [[to]] into both said a backup data storing area of a game in which a predetermined game condition is accomplished and to said into a backup data storing area of at least one other game also stored on said apparatus in which gameplay has not [[yet]] been started, wherein said game apparatus automatically stores information relating to an occurrence of predetermined conditions during gameplay progress of at least one game into a backup storing area associated with each one or

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more of other games that are also stored on said game apparatus.

10. (Currently Amended) A game apparatus which ~~is able~~ enables a player to play a plurality of games stored on said game apparatus ~~and share backup data of each of the plurality of games with each other~~, comprising:

a game program storage for storing at least a first game program and a second game program;

a read/write data storage memory having a first backup data storing area for storing backup data relating to said first game program and a second backup data storing area for storing data relating to said second game program;

a game operation controller, said operation controller initializing ~~for instructing a~~ start of ~~a game~~ gameplay by ~~selecting~~ enabling a player to select any one of said first game program and said second game program and ~~for the progressing~~ enabling said player to progress gameplay of a selected game;

a first condition detector ~~determining~~ that determines whether or not a predetermined game condition is accomplished during gameplay progress of a first game selected and ~~instructed to be~~ started ~~by said operation controller~~;

a first writing controller ~~for writing~~ that autonomously writes, ~~upon determining~~ at a time a determination is made by the first condition controller that the predetermined condition is accomplished ~~by said first condition detector~~, condition accomplishment information indicating that the predetermined condition is accomplished to said backup data storing area of one game;

a second condition detector ~~for determining~~ that determines whether or not the predetermined condition is also accomplished in at least one other game stored on said apparatus

that was not selected by said operation controller once ~~it is determined~~ said first condition detector determines that the predetermined condition is accomplished ~~by said first condition detector~~; and

a second writing controller ~~for writing~~ that autonomously writes change generation information for use in generating changes during gameplay progress of the game to the backup data storing area of one game ~~when it is also determined~~ at a time when said second condition detector determines that the predetermined condition is accomplished in said another game ~~by said second condition detector~~, wherein said game apparatus stores information relating to predetermined conditions occurring during gameplay of at least one game into a backup data store associated with each of one or more other games that are also stored on said game apparatus, enabling information relating to gameplay conditions occurring during gameplay progress of one game to be used by one or more other games that are also stored on said apparatus.

11. (Currently Amended) A game apparatus which enables an operator to play a plurality of games stored on said apparatus ~~and which shares backup data of each of the plurality of games with each other~~, comprising:

[[a]] game program data storage memory, said game program data memory being used to store ~~for storing~~ at least a first game program and a second game program;

[[a]] readable and writable backup data storage memory having a first backup data storing area for storing backup data relating only to said first game program, a second backup data storing area for storing data relating only to said second game program and a ~~shared~~ common backup data storing area for storing ~~backup~~ data relating to gameplay conditions that are relevant

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to gameplay for both said first game program and said second game program; and

[[a]] memory writing controller ~~for writing to said shared backup data storing area shared information utilized in common to~~ programmed logic circuitry configured to autonomously write information in said common backup data storing area that relates to gameplay conditions that are relevant to gameplay for both said first game program and said second game program, wherein said memory writing controller programmed logic circuitry enables the game apparatus to store information relating to predetermined conditions occurring during gameplay of at least one game into a backup data store associated with each of one or more other games that are also stored on said game apparatus, enabling information relating to gameplay conditions occurring during gameplay progress of one game to be used by one or more other games that are also stored on said apparatus.

12. (Currently Amended) A game apparatus according to claim 11, further comprising:

[[a]] game operation controller ~~for instructing~~ programmed logic circuitry configured to initiate a start of gameplay by selecting any one of said first game program and said second game program and for controlling progress of a selected game; and

[[a]] condition detector ~~for determining~~ programmed logic circuitry configured to determine whether or not a predetermined condition is accomplished during gameplay progress of a selected and started game ~~instructed to be started by said operation controller~~; wherein said memory writing controller programmed logic circuitry writes information relating to the predetermined condition to said ~~shared~~ common backup data storing area ~~as the shared information~~ upon ~~determining~~ a determination by said condition detector programmed logic circuitry that the predetermined condition is accomplished ~~by said condition detector~~.

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13. (Currently Amended) In a game apparatus having a game program processor that enables an operator to play a plurality of games and which shares backup data of each of said plurality of games with each other and which comprises includes a computer-readable data storage medium for storing game information[[,]] and a game operation controller device and a game program processor, wherein said data storage medium includes at least a first game program and a second game program and wherein said game apparatus further includes a backup data storage medium having a first backup data storing area for storing backup data relating to said first game program and a second backup data storing area for storing data relating to said second game program, a computer program product, embodied on said computer-readable storage medium and executable on said game program processor, comprising:

program instruction means for determining whether or not a predetermined condition is accomplished during gameplay progress of any one of said first game program and said second game program instructed to be started by said operation controller; and

program instruction means for autonomously writing, upon determining that the predetermined condition is accomplished during gameplay of said one game, information relating to the predetermined condition to into both [[said]] a backup data storing area of at least one associated with a game in which [[a]] said predetermined condition is accomplished and to said into a backup data storing area of another game in which gameplay has not been started by said game operation controller associated with at least one other game program that is also stored on said storage medium.

14. (Currently Amended) A game apparatus which enables an operator to play a plurality

of games ~~stored on said game apparatus~~ and ~~which shares backup data of each of said plurality of~~
~~games with each other and~~ which includes a game operation controller and a game program
processor, ~~said game apparatus~~ comprising:

[[a]] game program storage medium for storing at least a first game program and a second
game program;

[[a]] readable and writable backup data storage medium having a first backup data storing
area for storing backup data relating to said first game program, a second backup data storing
area for storing data relating to said second game program, and a ~~shared~~ third backup data
storing area for storing backup data relating to information common to both of said first game
program and said second game program; and

[[a]] writing control ~~mechanism for writing to~~ programmed logic circuitry configured to
autonomously write into said ~~shared~~ third backup data storing area only information utilized in
common by both said first game program and said second game program.